



North Dakota Chess Association

Dedicated to Chess and Education

APRIL' 1996 NDCA NEWSLETTER

NORTH DAKOTA CHESS ASSOCIATION HALL OF FAME MEMBERS

LIFE MASTER STEPHAN A. POPEL-Elected in 1983

OLAV KRAAV-Elected in 1987

RONALD R. SCHAUER-Elected in 1993

ABE M. THOMPSON-Elected in 1987

LEONARD CROUSE-Elected in 1995

SOMNER SORENSON-Elected in 1988

DORIS FISCHER-Elected in 1995

NDCA Officers

President-John Allensworth

Vice President-Brian Thompson

Sec/Treas-Dale R. Sailer

Public Relations-Mike Sailer

NDCA dues are required of all chess players residing in ND that play in ND tournaments(not mandatory for ND Scholastic)

\$7 per year, \$5 if under age 18. Dues and material for the June, 1996 Newsletter should be sent to Dale Sailer, 3207 E. Elmwood Dr., Grand Forks, ND 58201. Please remit by May 20th, 1996 to allow time for processing.

FARGO AREA CHESS CLUB-The **STARRY KNIGHTS CLUB** meets Thursday nights at 7:00 PM . There are no fees or dues of any kind. Contact: **ART BAYLEY** 239-4985

UND CHESS CLUB-meets Wednesday nights at 7:00 PM at the UND Memorial(starting 9/13/95-May 8,1996). For info call Dale Sailer at 775-6692.

CHESS TOURNAMENTS

April 13-14,1996-ND Scholastic-Kelly Inn-Bismarck, ND

May 3-5,1996-ND Closed-Kelly Inn-Bismarck, ND

June 8, 1996-Grafton, ND (Collette Fitness Center-Developmental Center Campus)

July 13, 1996-Grafton, ND (Collette Fitness Center-Developmental Center Campus)

August 3, 1996-Grafton, ND (Collette Fitness Center-Developmental Center Campus)

September 7, 1996-Grafton, ND (Collette Fitness Center-Developmental Center Campus)

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1996 ND OPEN

No.	FEBRUARY 17-18, 1996	STATE	PRE	POST	RND #1	RND #2	RND #3	RND #4	RND #5	TOTAL
1	SAILER, MIKE	ND	2213	2220	W9	W8	W7	W3	D2	4.5
2	TURMO, STEPHEN J.	MN	2071	2059	L5	W10	W4	W9	D1	3.5
3	HANSON, LYLE	SD	1946	1946	W6	D4	W12	L1	W8	3.5
4	THOMPSON, BRIAN E.	ND	1781	1817	W15	D3	L2	W8	W9	3.5
5	PEPLINSKI, DAN	ND	1637	1658	W2	L7	L8	W12	W11	3.0
6	GOURNEAU, TERRENCE	ND	1570	1567	L3	L15	W14	W10	W12	3.0
7	CASE, RICK	ND	1900	1903	W10	W5	L1	U--	U--	2.0
8	SPIESS, ROBERT JA	ND	1796	1780	W14	L1	W5	L4	L3	2.0
9	HERR, RICHARD E.	ND	1781	1763	L1	W14	W15	L2	L4	2.0
10	ADAMS, LYNN P.	MN	1500	1500	L7	L2	W11	L6	W14	2.0
11	WINEGAR, MICAH L.	ND	1241	1263	W13	L12	L10	W15	L5	2.0
12	BOOTS, GARY STEVE	MN	1291	1294	H--	W11	L3	L5	L6	1.5
13	BUERKLE, ROGER M	ND	1556	1512	L11	U-	U-	L14	W15	1.0
14	HJELSETH, MICHAEL	ND	1392	1388	L8	L9	L6	W13	L10	1.0
15	ALLENSWORTH, JOHN	ND	1300	1300	L4	W6	L9	L11	L13	1.0

W=WIN L=LOSS

B=BYE H=1/2 PT BYE

U=UNPLAYED

DEEP FREEZE OPEN

No.	JANUARY 20, 1996	STATE	PRE	POST	RND #1	RND #2	RND #3	TOTAL
1	HJELSETH, MICHAEL	ND	1322	1350	W5	D6	W3	2.5
2	CASE, RICK	ND	1929	1900	W4	L3	W5	2.0
3	MULLIGAN, CHRISTOPHER	ND	1144	1195	W6	W2	L1	2.0
4	ALLENSWORTH, JOHN	ND	1300	1304	L2	L5	W6	1.0
5	SAILER, JON	ND	1222	1229	L1	W4	L2	1.0
6	SAILER, DALE R.	ND	1521	1500	L3	D1	L4	0.5

1996 NORTH DAKOTA CLOSED CHESS CHAMPIONSHIP

May 3-5, 1996 at the Kelly Inn, Bismarck, ND; Hwy 83, Exit #36

May 3, 1996-ND State Speed Championship

Registration 7:30 P.M.-7:50 P.M.--Tournament 8:00 P.M.

Non-Rated--Entry fee \$1.00

May 4-5, 1996-ND Closed Championship

USCF RATED. Entry fee: \$25; \$20 for students and those under 18 years of age. \$5.00 off if you stay at the Kelly Inn. Registration is from: 8:30 A.M. to 9:30 A.M. May 4th.

Rd. #1 starts at 10:00 A.M. and is game in 90. After your first round take a lunch break and be back by 1:45 P.M. for the annual NDCA meeting. The time control for rounds 2-5 will be 40/2 hours and 15/30 minutes thereafter. Rd. #2 will start as soon as possible after the annual meeting and round #3 will be at 7:30 P.M. Rounds 4 and 5 Sunday will be at 9:30 A.M. and 2:30 P.M. No smoking or computers are allowed. No late entry penalty for registering on May 4th. NDCA and USCF membership is required and is available at the tournament. Please bring clocks if you have one. Sets and boards will be provided.

Prizes based on entries. Trophy to 1st, 2nd and top A,B,C,D,E/UNR, and free entry to "1997 Closed to '96" Champion

*** **Mail Entries for Closed to: Box 7084, Bismarck ND 58507. *** **

**For information call: Ron Schauer at (701)222-3278 or (701)673-3482. **

If you stay at the Kelly, you will receive a Discount on your entry fee. Notify the director when you register. The room rate --\$38-single-\$44-double-\$5 extra per person or \$54-for 4. Please stay at the Kelly if you can as we get a break on the tournament rooms.

MAKE RESERVATIONS EARLY

WHO'S NUMBER TWO?

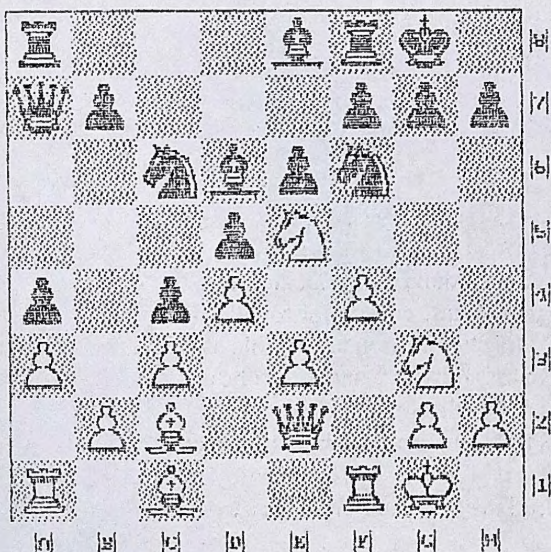
North Dakota Chess History, by John H. Leitel

Professor Popel would no doubt rank as the strongest player ever to have lived in North Dakota, but who would be the second strongest? Rick Case? Ron Schauer? Dale Sailer? Seriously, let's propose the name of William H. Steckel as North Dakota's all-time number two and perhaps a worthy candidate for our Hall of Fame.

Admittedly, Steckel spent most of his life elsewhere. Born September 22, 1905, at Allentown, Pennsylvania, he tied for the championship of that state at York in 1939. The discerning reader can find a loss of his to Koltanowski from a blindfold exhibition at Hazleton, Pennsylvania, in 1941 in Kolty's book Adventures of a Chess Master.

Largely inactive over the board during the war years, Steckel moved to California in 1943 and captured the Los Angeles county championship in 1950. He moved on to Minot about 1953, where he worked as an accountant. Early in 1954 he won the North Dakota Open at Grand Forks but died on August 15th of that year before having a chance to defend the title. He is buried at Rosehill Cemetery in Minot.

Steckel's USCF rating peaked at 2199, this in a day long before rating inflation and when an expert's rating really meant something! In fact, he ranked as number 69 in the country at one time. He also made his mark in postal chess, and the position we present comes from that mode of play. (Evidently none of his North Dakota games survive.)



W. H. STECKEL vs. JOHN HARVEY

1950 Special Leadership

At 10-second chess the continuation is simplicity itself: 15 N-R5, N×N; 16 B×Pch, K×B; 17 Q×Nch, K-N; 18 R-B3, B×N; 19 BP×B, P-B4 —and White's 20th move is to bellow that he has been robbed.

But now watch it properly handled!

15 P-K4! B×N; 16 P×B, QN×KP; 17 P×P, N-Q6; 18 R×N!

—and the reader is invited to devote his final two-minute meditation to convincing himself that Black can resign.

This was published in the February 1952 issue of *The Chess Correspondent*. The variations are well worth working out for yourself!

A picture of Steckel can be found in *Chess Review*, March 1954, page 69. Grimly serious, with bow tie and receding hairline, his visage reminds the viewer of a tough customer who once called North Dakota home. Steckel for the Hall of Fame!

THE MARCH SCHOLASTIC

March 16, 1996 at Oak Grove High School - Fargo, ND

Grades 1 - 3.

#	Name	Gr.	School	Rd.1	Rd.2	Rd.3	Rd.4	Rd.5	TOTAL
1.	Casey Edmann	1	Park Christian	W-2	W-10	W-6	L-7	W-4	4
2.	Billy Fortier	3	Lonfellow	L-1	Bve	W-10	L-11	L-6	2
3.	Josua Kraft	3	Ruby	L-4	W-9	L-11	L-10	Bve	2
4.	Ryan Mar	2	Centennial	W-3	W-11	L-7	D-8	L-1	2 1/2
5.	Adam Martell	3	Washington-Mhd.	D-6	L-7	L-8	Bve	W-9	2 1/2
6.	Sarah Meckle	2	Ruby	D-5	W-8	L-1	W-9	W-2	3 1/2
7.	Steven Meckle	3	Ruby	D-8	W-5	W-4	W-1	W-11	4 1/2
8.	Jason Palm	3	Washington-Mhd.	D-7	L-6	W-5	D-4	L-10	2
9.	Jonathan Schultz	3	Probstfield	L-11	L-3	Bve	L-6	L-5	1
10.	James Teigland	2	Park Christian	Bve	L-1	L-2	W-3	W-8	3
11.	Roe Thompson	2	Centennial	W-9	L-4	W-3	W-2	L-7	3

THE MARCH SCHOLASTIC

March 16, 1996 at Oak Grove High School - Fargo, ND

Grades 4 - 6.

#	Name	Gr.	School	Rd.1	Rd.2	Rd.3	Rd.4	Rd.5	TOTAL
1.	Dan Irmen	5	Lonfellow	W-6	D-10	D-11	L-7	L-5	2
2.	James Vanish	6	Eastwood	L-7	L-6	W-5	Bve	W-9	3
3.	David Thompson	6	Horace Mann	W-8	W-11	W-7	L-10	W-4	4
4.	Nathan Hays	5	Detroit Lakes	W-9	L-7	W-6	W-11	L-3	3
5.	Jennifer Thompson	5	Centennial	L-10	W-9	L-2	L-4	L-5	2
6.	David Alroyo	5	Roosevelt	L-1	W-2	L-4	L-5	Bve	2
7.	David Williams	4	Washington-Foo	W-2	W-4	L-3	W-1	D-10	3 1/2
8.	Larry Chouard	5	Roosevelt	L-3	Bve	L-10	L-9	L-11	1
9.	Kevin Chamberlain	5	Robert Asp	L-4	L-5	Bve	W-8	L-2	2
10.	Austin Regan	5	Lewis & Clark	W-5	D-1	W-8	W-3	D-7	4
11.	Paul Koppelman	5	Westside-W.Foo	Bve	L-3	D-1	W-4	W-8	2 1/2

THE MARCH SCHOLASTIC

March 16, 1996 at Oak Grove High School - Fargo, ND

Grades 7 - 9.

#	Name	Gr.	School	Rd.1	Rd.2	Rd.3	Rd.4	Rd.5	TOTAL
1.	Praston Mansfield	9	Morgan County	L-2	W-6	L-10	W-4	L-3	2
2.	Jesse Matson	8	Mhd. Jr. High	W-1	L-5	W-6	W-9	W-7	4
3.	Aaron Mar	7	Agassiz	W-4	W-8	L-5	D-10	W-1	3 1/2
4.	Chris Lindgren	9	Centennial	L-3	L-9	W-8	L-1	W-6	2
5.	Jon Salter	8	Morgan County	L-3	W-6	W-3	W-7	W-10	5
6.	Jeffrey Carlson	9	Morgan County	L-5	L-1	L-2	D-8	L-4	1 1/2
7.	Joey Pili	9	Richland	W-8	W-10	W-9	L-5	L-2	3
8.	John Schmidt	9	Richland	L-4	L-3	L-4	D-6	D-9	1
9.	Scott Stuart	7	Oak Grove	L-10	W-4	L-7	L-2	D-8	1 1/2
10.	Eddie Hutlin	9	Discover	W-9	L-7	W-1	D-3	L-5	2 1/2

BOOSTER CHESS TOURNAMENT

Feb. 17, 1996 at Park Christian School - Moorhead, MN.

Grades 7 - 9.

#	Name	Gr.	School	Rd.1	Rd.2	Rd.3	Rd.4	Rd.5	TOTAL
1.	Praston Mansfield	9	Halstad, MN.	L-2	L-6	L-3	L-5	L-4	0
2.	John P. Schmidt	9	Halstad, MN.	W-1	L-3	L-5	L-4	L-6	1
3.	Jesse Matson	8	Mhd. Jr. High	L-4	W-2	W-1	L-6	L-5	2
4.	Aaron Mar	7	Agassiz-Fargo	W-3	D-5	W-6	W-2	W-1	4 1/2
5.	Eddie Hutlin	9	Discover-Foo	W-6	D-4	W-2	W-1	W-3	4 1/2
6.	Scott Stuart	7	Oak Grove High	L-5	W-1	L-4	W-3	W-2	3

Eddie Hutlin and Aaron Mar tied for 1st.

BOOSTER CHESS TOURNAMENT

Feb. 17, 1996 at Park Christian School - Moorhead, MN.

Grades 4 - 6.

#	Name	Gr.	School	Rd.1	Rd.2	Rd.3	Rd.4	Rd.5	TOTAL
1.	Codie McKee	6	Sisseton, SD	L-2	L-10	L-8	L-12	D-7	1 1/2
2.	David Williams	5	Washington-Foo	W-1	W-5	W-10	L-4	W-9	4
3.	Jennifer Thompson	5	Centennial-Foo	L-4	W-12	W-11	L-9	L-5	2
4.	David Thompson	6	Horace Mann-Foo	W-3	L-7	W-9	W-2	W-6	5
5.	Nathan Mar	5	Centennial-Foo	W-6	L-2	W-7	W-11	W-3	4
6.	Zachary Kenz	5	St. Joseph's-Mhd	L-5	W-8	D-12	W-7	L-4	2 1/2
7.	William Huhn	5	Centennial-Foo	D-8	L-4	L-5	L-7	D-1	1
8.	Tyler Pearson	5	Robert Asp-Mhd	D-7	L-6	W-1	D-10	D-11	2 1/2
9.	Brandon Thompson	4	St. Joseph's-Mhd	W-10	W-11	L-4	W-3	L-2	3
10.	Charles Huhn	4	Centennial-Foo	L-9	W-1	L-2	D-8	D-12	2
11.	Brian Chacek	5	Robert Asp-Mhd	W-12	L-9	L-3	L-5	D-8	1 1/2
12.	Kevin Chamberlain	5	Robert Asp-Mhd	L-11	L-3	D-6	W-1	D-10	2

David Thompson was 1st with a perfect 5 - 0 score.
BOOSTER CHESS TOURNAMENT

FEB. 17, 1996 AT PARK CHRISTIAN SCHOOL - MOORHEAD, MN.

Grades 1 - 3.

#	Name	Gr.	School	Rd.1	Rd.2	Rd.3	Rd.4	Rd.5	TOTAL
1.	Jason Palm	3	Washington-Mhd	L-2	L-11	L-6	Bve	W-12	2
2.	Casey Edmann	1	Park Christian-Mhd	W-1	L-10	W-12	W-9	L-5	3
3.	Rob Thompson	2	Centennial-Foo	W-4	D-8	Bve	L-10	W-9	3 1/2
4.	Eric Gimpl	1	Albertville, MN	L-3	Bve	L-8	D-12	L-6	1 1/2
5.	Sarah Meckle	2	Ruby, ND	W-6	W-12	W-10	W-8	W-2	5
6.	James Teigland	2	Park Christian-Mhd	L-5	L-9	W-1	W-11	W-4	3
7.	Michael Martinson	3	McKinley - Fargo	Bve	D-3	W-4	L-5	D-10	3
8.	Ben McLean	3	Centennial-Fargo	L-10	W-6	W-11	L-2	L-3	2
9.	Chase Thompson	K	St. Joseph's-Mhd	W-9	W-2	L-5	W-3	D-8	3
10.	Paul Huhn	1	Centennial-Fargo	L-12	W-1	L-9	L-6	Bve	2
11.	Alex Pearson	1	Washington - Mhd	W-11	L-5	L-2	D-4	L-1	1 1/2

Sarah Meckle was 1st with a perfect 5 - 0 score.



WILD MOVES

by: Lyle Kruckenberg
and Brent Askvig



Since December 27, 1978 we have completed two games of Postal Tournament chess and twenty-three Skittles games of postal chess with a twenty-fourth Skittles game in progress at this time. You would think that after 17 years of effort one of us would have come up with a truly brilliant move; however, after combing through our games to find examples of our best moves to share with you, we have come to the conclusion that our aptitudes lie more in the area of "interesting" than in the area of "brilliance".

Although both of us can, and do, play solid, logical, "strategically correct" games of chess most of the time, each of us has, at one time or another, thrown logic to the winds and played the game like Rambo.

We have selected these two games as being the most blatant examples of how to turn a logical, well reasoned game into a wild west shootout.

GAME SKITTLES--3 Nimzo-Indian

By: Lyle Kruckenberg

- | | |
|-------------|--------|
| Kruckenberg | Askvig |
| 1. d4 | Nf6 |
| 2. c4 | e6 |
| 3. Nc3 | Bb4 |
| 4. Nf3 | c5 |

support the Queen's Pawn and free the King's Bishop, facilitating Castling -- however, white chooses a defensive move that has the potential for a future attack on Black's King side.

- | | |
|--------|-----|
| 5. Qc2 | O-O |
| 6. Bg5 | |

One good pin deserves another, but Black's next move increases the pressure with yet another threat to White's pawn structure.

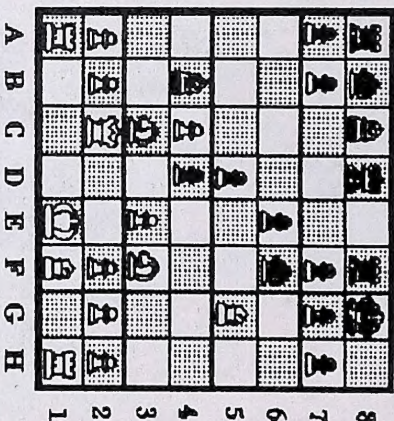
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|---------|------|
| 6. | d5 |
| 7. e3 | c:d4 |

Here we are, only four moves into the game and already black is threatening the orderly establishment of white's defenses. There are several possible ways to respond solidly to the threat -- d:c5 would remove the attacking pawn and, also, eliminate the pin on the Queen's Knight when Black replies with B:c5, e3 would

1

Black opens White's barricade and simultaneously attacks White's Knight. The attacking pawn has to go, but e:d4 would soon leave an isolated and vulnerable Queen's Pawn for White to defend.

POSITION AFTER BLACK'S MOVE NO. 7



- | | |
|---------|----|
| 8. N:d4 | e5 |
| 9. Nf3 | d4 |

On the surface, this looks as if it is an excellent move. Black advances a pawn, which is now protected by another pawn as well as by the Queen; while, at the same time, he is mounting an additional attack on White's pinned Knight. However, White has a means of neutralizing the pawn attack and unpinning the Knight in one move.

- | | |
|-----------|-----|
| 10. O-O-O | Qa5 |
|-----------|-----|

Now this IS an excellent move by Black. The Queen's Pawn is no

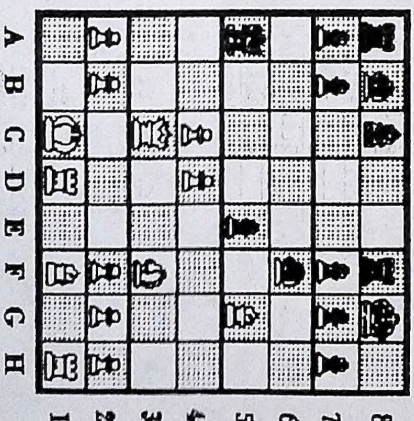
longer pinned, so White must respond immediately to the attack on his Queen's Knight, but if he moves the Knight, Black threatens Q:a2 -- breaching the White King's defenses. Na4 would be a temporary solution, until Black moves Bd7. White could also try a3, hoping to trade Knight and Pawn for Bishop and Pawn, but this solution would still leave White's King wide open to attack. Therefore, White chooses the simplest, most obvious option -- eliminate the pawn.

- | | |
|----------|------|
| 11. e:d4 | B:c3 |
|----------|------|

Black does as expected and takes the Knight, thereby removing the only protection from the Rook's Pawn.

- | |
|----------|
| 12. Q:c3 |
|----------|

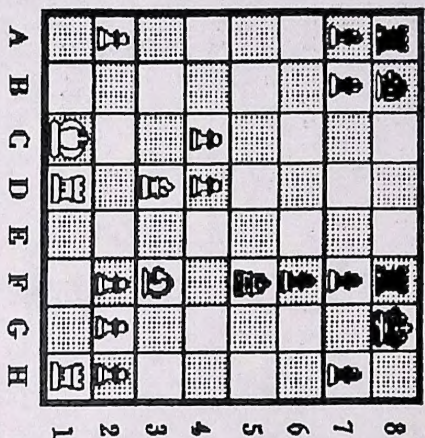
POSITION AFTER WHITE'S MOVE NO. 12



White could have moved b:c3 and protected the Rook Pawn with his

1

POSITION AFTER WHITE'S
MOVE NO. 16



Queen, but the shielding surrounding the King would still be broken, and the Rook Pawn would be extremely weak, subject to constant pressure, and would require an enormous amount of effort to defend. Better to sacrifice it at this point.

12. Q:c3

So who says miracles never happen any more? Trading queens at this point keeps the game balanced -- an advantage for White considering what could have happened. White's response to Q:a2 would have been Q:a3, forcing a Queen trade - but only after Black had gained a pawn

13. b:c3 e:d4

While this move opens up the center, it also allows White to un-double his Bishop Pawns, gives White a more favorable pawn structure in the center, and doubles Black's pawns. Black could have done better.

14. B:f6! g:f6
15. c:d4 Bf5
16. Bd3

Just an orderly, logical, piece development move on the part of both players, or so it would seem, but Black has a surprise in store.

16. Bg6!

Black takes cover and draws his revolver! Now White can't trade Bishops without allowing Black to un-double his Bishop Pawns, and White's Rook is tied up in defense of the suddenly shaky Bishop.

17. Rhe1 Nd7
18. Kc2 Rac8
19. Kb3

The King reached the pawn in time to protect it, but now he is cut off from the action, and it's time for the showdown.

19. Rf8
20. R:e8+ R:e8
21. B:g6

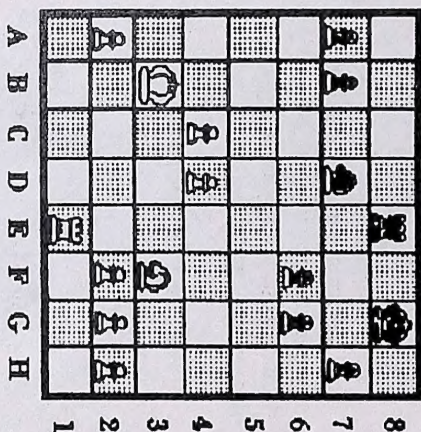
The Black Bishop is beginning to look like a sniper on the roof of the saloon. Time to eliminate him. Black will wind up with a more defensible King's side, but White will free up his

2

Rook -- an equitable trade.

21. f:g6
22. Re1

POSITION AFTER WHITE'S
MOVE NO. 22



White fees his Rook only to immediately send him out into the street against Black's gunslinger. It's High Noon and time to make a stand. Will Black back down or come out shooting?

22. R:e1
23. N:e1 Kf7

The bodies litter the street and Black's King finally comes out of hiding.

24. Nd3 Ke6
25. g4

This pawn move keeps Black's King from circling around and com-

ing at the Queen Pawn from the side, but is it really necessary? It might be more profitable for White to advance his own King at this point and get out ahead of the pawns.

25. b6
26. Kb4 Kd6

Now White moves his King up, and Black's King rushes to block the way. Black was never interested in flanking the pawns, so White's g4 move was just a waste of precious momentum.

27. Kb5 Nb8

White can not advance his King any further while the Knight and pawn combine forces to block his progress, and with three white pawns facing an equal lineup of black pawns on the King's side, it would be all but impossible to break through that barrier. White's best bet, therefore, would seem to be the use of his weak Rook Pawn to force open a path on the Queen's side.

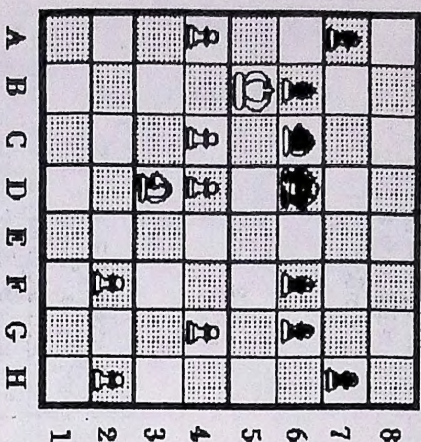
28. a4 Nc6

Well, here is a sticky situation for White. The King can't get back in time to defend the Queen Pawn, and the Knight is equally powerless. If White advances the Queen Pawn, Black's next move is Ne5, and White must trade Knights in order to protect his Knight Pawn. That could turn out to be a very good position

2

for White, but White still has an itchy trigger finger, so instead of securing his position he fires at the Black King!

POSITION AFTER BLACK'S
MOVE NO. 28



29. c5+! Kc7
30. Kc4

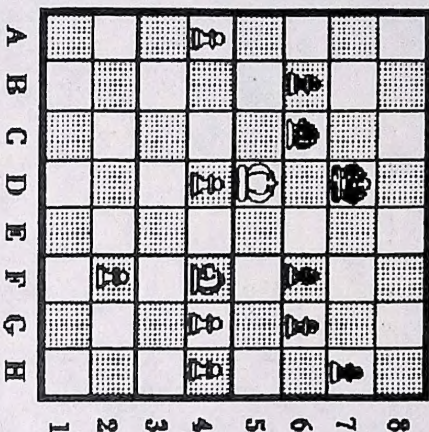
At this point, it might be better for White to leave his King on c5 to keep the pressure on Black's Knight Pawn. A better strategy might have been to reposition the Knight -- first to f4, then to d5.

30. Na5+
31. Rd5 Nc6
32. Nf4

Now, finally, White brings the neglected Knight into the fray, but because the White King is no longer pressing Black's Knight Pawn, the Black King has enough freedom of movement to sidestep the threatened Check.

32. Kd7
33. c:b6 a:b6
34. h4

POSITION AFTER WHITE'S
MOVE NO. 34



Moving the pawn at this point is a complete waste of effort and momentum. Uncertain about the best place to move his Knight, White pushes the pawn just to kill time, but winds up shooting himself in the foot instead.

34. Nd8
35. f3

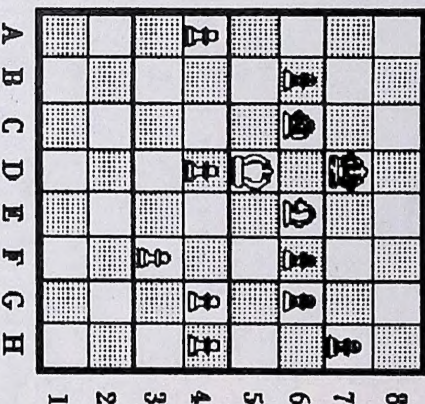
Another time killing move instead of committing the Knight to the battle.

35. Nc6

Well, well...it looks as if Black can't find a good place to move his Knight either. Apparently moving the Knight to d8 was a time killing move on his part, as well.

36. Ne6

POSITION AFTER WHITE'S
MOVE NO. 36



White has, at last, decided where he wants to move his Knight. From this position he can trade Knights if Black moves his Knight to either d8 or b4. Unfortunately for White, however, Black sees a better move.

36. Ne7+
37. Resign

The end of another Old West saga. White is driven out of town, for now, by Black and his ruthless henchmen, but someday he will return to seek justice -- or a draw, at least!



GAME SKITTLES--10
Closed Sicilian
By: Brent Askvig

- Askvig Kruckenber
1. e4 c5
2. Nf3 d6
3. g3

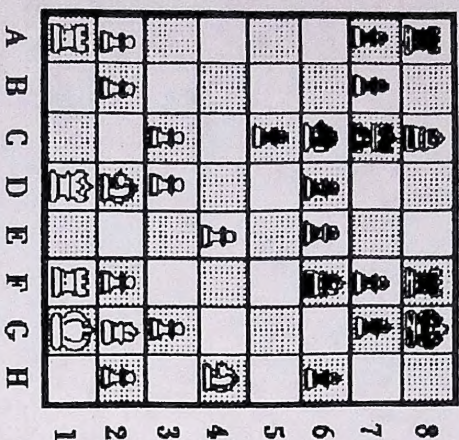
I am playing in this game my newest experiment at that time, the Closed Sicilian. I like the closed position which is similar to some of the queen pawn openings. However, this opening usually offers more attacking chances, and I was in the mood for something "wild".

3. Nc6
4. Bg2 Nf6
5. d3 e6
6. c3 Be7
7. O-O O-O
8. Bg5 h6
9. B:f6 B:f6

Some attacking players will cringe at White's 8th and 9th moves, where the Bishop is intentionally traded. However, I've had pretty good luck keeping the black's queen bishop stymied with a queen-side pawn fortress. Unfortunately, Black destroys that plan in this game.

10. Nbd2 Qc7
11. Nh4

POSITION AFTER WHITE'S
MOVE NO. 11



fierce action. Good, I wanted that!

12. f4 b5
13. Rb1

Already White's attention is diverted from the attack to defense. Black's pawn push is seriously threatening White's queenside pawn structure, the supposedly strong point of this opening!! Thus, the rook has to move to deal with the upcoming b4 push.

13. g6!

Another good move. This holds back White's f5 push for a little bit.

14. Bh3 b4
15. c:b4 N:b4

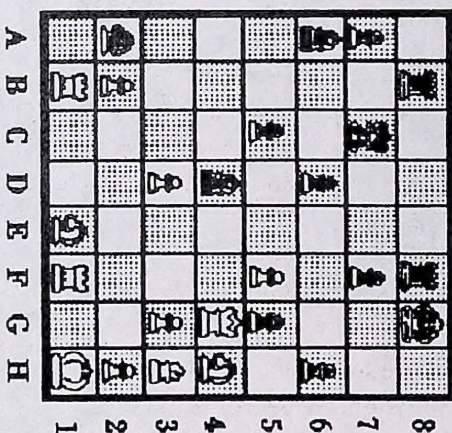
Much better than R:b4 or c:b4. This wins a pawn and soon has White's men falling all over each other.

16. Ndf3 Ba6
17. Ne1 N:a2
18. f5

It's now or never for this move, although it has taken White too much time to get to this point. The major problem here is the exposure of the White king. Even Black's queenside pieces get into play.

18. e:f5
19. e:f5 Bd4+
20. Kh1 g5
21. Qg4

POSITION AFTER WHITE'S
MOVE NO. 21



At one point I thought that 21. f6 was the best answer to this position. Black then can't take the knight because of the near immediate mate on g7.

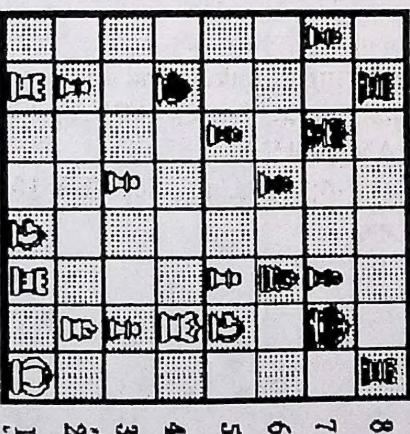
- However, 21. ... Bb7+
22. Bg2 Bg2+
23. Kg2 Qb7+
24. Nh3 g4
is deadly.

21. Bf6
22. Nh3 Nb4
23. Bg2 Rfe8
24. h4 Kg7!

It looks like Black has allowed White time to amass an ominous attack. But 24...Kg7 handles everything. With this move, the Black rook can now get into the fray, also.

25. h:g5 h:g5
26. N:g5 Rh8+

POSITION AFTER BLACK'S
MOVE NO. 26



27. Nh3+

Clearly not the best move here. Other options which would have given White more chances are:

- (a) 27. Bh3 Bb7+
28. Kg1 Bd4+
29. Rf2

when Black has to contend with the double check of Nc6. Or....

Moving the knight to the edge of the board is typically not a very aggressive move. But in this case the plan is to push f4 and get the king side pawns and pieces moving. Also, Black really can't take the knight. If he does, then his king comes under heavy attack when White slides his king to h1, puts the rook on g1, and brings the queen to g4. In this position, the bishop also helps protect the kingside.

11. Rb8!

A great response to the position. White's kingside buildup will take some time. So, why not simultaneously arrange a queenside attack. Games like these usually have some

(b) 27. Kg1

27. and then either
28. Rf2 Bd4+

or 27. Bg5
28. Qg5+ Kf8
29. f6l

27. Kf8
28. Qe2?

The final mistake, although there
isn't much left to do here because
White's pieces are so disorganized.

28. Re8
29. Qf3 R:h3+
30. Resign

The fitting end to an exciting
game.

5

*NEWS FLASH: The 1996 Scholastic drew 185 players!!!

SUMMER & EARLY FALL CHESS TOURNEYS

WHEN: Saturday: June 8, 1996-SCHOOL'S OUT OPEN- 4 round
Saturday: July 13, 1996-MIDSUMMER OPEN- 4 round
Saturday August 3, 1996- DOG DAYS OPEN- 3 round
Saturday September 7, 1996- BOOKING IT AGAIN OPEN- 4 round

WHEN: Collette Fitness Center, Developmental Center Campus,
West 6th Street, Grafton, ND

INFO: Cost-\$13.00-Includes use of swimming pool, hot tub, gym, exercise room,
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Time Controls-August tournament 45/90 and 15/30 --The June, July, Sept
tournaments have sudden death G/75 rds 1 & 2, G/90 rd 3 and G/100 Rd 4.
Reg: 9:30 AM- 9:45 AM
August Rds 10-2-6; June, July, Sept Rds 10, 1, 4, 7- Rds will be advanced if all
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Prizes based on entries, 3 prizes- 1st, 2nd & Best under 1500.

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